



INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO SYSTEM, GAME PAK OR ACCESSORY.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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Thank you for selecting the Vegas Stakes™* Game Pak for your Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this book for future reference.

This Game Pak has a battery backup function to record the progress of the game.

WARNING: If the POWER switch is switched ON and OFF repeatedly, saved data may be deleted. Avoid switching the POWER OFF before saving your game or it may be lost. See page 5 for details on saving your game.

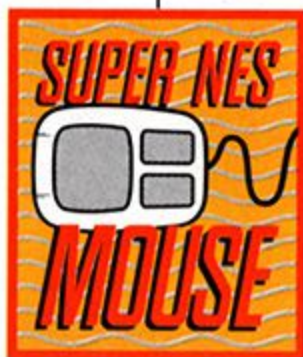
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HIGH STAKES FUN

Take a trip with four of your best friends to Las Vegas and attempt to break the bank. Your reservations have been made, and you'll be staying at the fabulous Golden Paradise Hotel and Casino. Become a high roller and you'll receive an invitation for a complimentary stay at the legendary Laurel Palace.

You'll experience all of the excitement of the Las Vegas scene as you check out five different casinos. A friend will meet you in the casino lobby. As you make your way around town, your companion can be called upon to explain the rules of the game that you are playing or even offer advice on the wager.



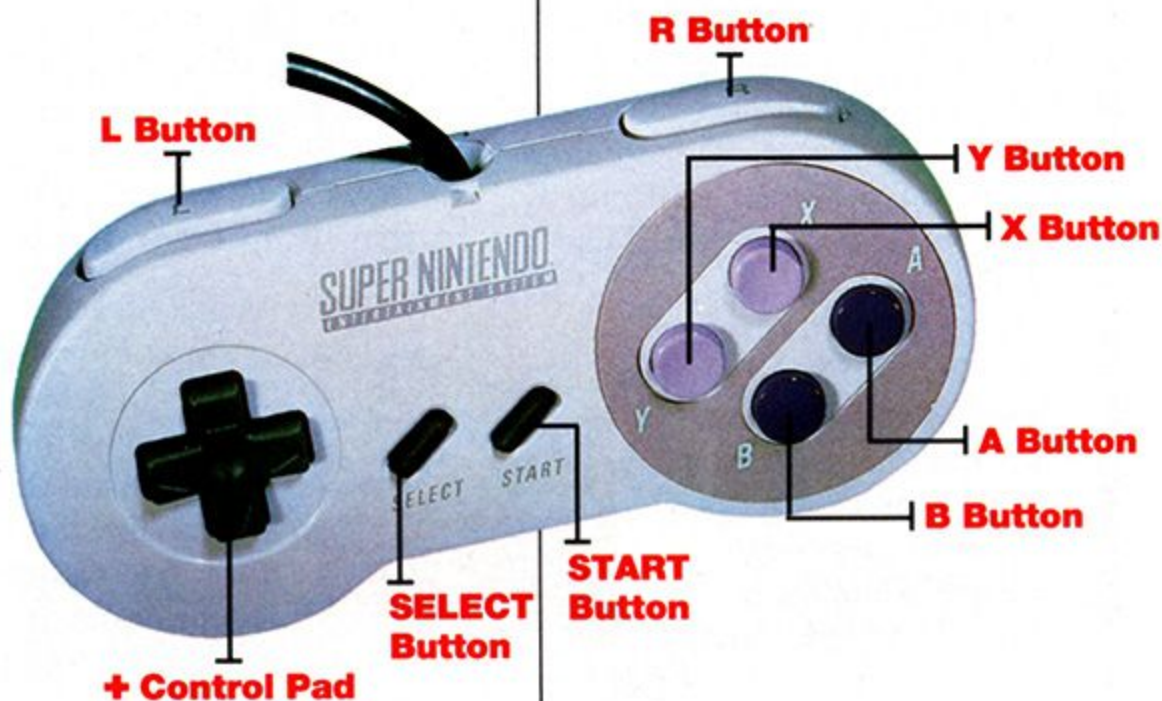
Interact with other casino patrons who may help you on your quest to win \$10 million. But watch your bank roll, not all of them are completely honest!

Vegas Stakes is compatible with the Super NES Mouse™, or it can be played with the standard controller. You'll find video game adaptations of Blackjack, Slots, Roulette, Craps and even Seven-Card Stud Poker.

Vegas Stakes can also be played by up to four players in the Multi-Player mode. Battery-backed memory will save your bank account information in both the Vegas Adventure and Multi-Player modes.



• USING THE C



For detailed instructions about each game, please see the appropriate sections.

Vegas Stakes can be played on your **SUPER NINTENDO ENTERTAINMENT SYSTEM** using a variety of controller combinations.

To use only one controller: Plug a controller into Controller Socket One, located on the front panel of the **SUPER NINTENDO ENTERTAINMENT SYSTEM** Control Deck.

To use two controllers (Multi-Player game only); plug a controller into each of the controller sockets.



CONTROLLER

Note:

Multi-Player games may be played with either one or two controllers. If the number of players is greater than the number of controllers, it will be necessary to pass the controllers

among the additional players. The game will prompt each player when it is their turn. Odd number players will use controller #1 and even number players will use controller #2.

START: Starts the game

SELECT: Consult with companion (Check rules/Get advice/Quit current game)

+ Control Pad: Select wager position/Change highlighted choice

A Button: Places wager/Confirms choice

B Button: Remove wager

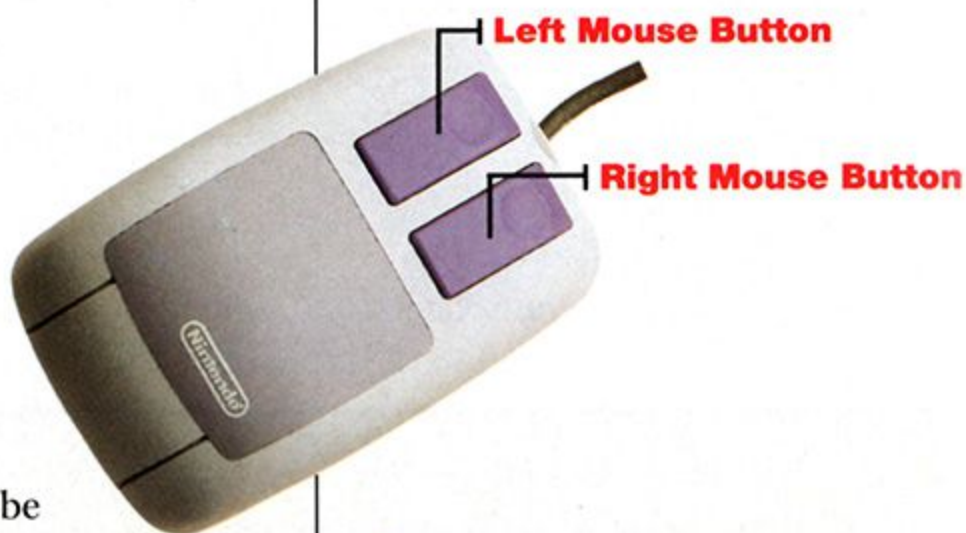
X Button: Ends wagering

Y Button: Not used

L and R Buttons: Check game rules/Wager information



• USING THE SUPER NINTENDO ENTERTAINMENT SYSTEM



6 Vegas Stakes may be played using either the controller that came with your Super NES Control Deck, or it can be played using the Super NES Mouse. Throughout this book, look for the following symbol to find special mouse instructions.



■ To use only one mouse: Plug a mouse into Controller Socket One, located on the front panel of the **SUPER NINTENDO ENTERTAINMENT SYSTEM** Control Deck.

■ To use two mice (Multi-Player game only): Plug a mouse into each of the controller sockets.

Note:

Multi-Player games may be played with either one mouse or two mice. If the number of players is greater than the number of mice, it will be necessary to pass the mice among the additional players. The game will prompt each player when it is their turn. Each player will be assigned a different



VEGAS STAKES MOUSE


color cursor. Odd number players will use the mouse connected to Controller Socket #1 and even number players will use the mouse connected to Controller Socket #2.


Special Note:

It is not possible to play Vegas Stakes in the Multi-Player mode with both a mouse and a controller. You must play using either two mice or two controllers only.

Left Mouse Button: Places wager/Confirms choice. Use the mouse to position the cursor, then click the Left Mouse Button to confirm. When wagering, position the cursor and double click (press two times quickly). If you are selecting from a menu and do not move the cursor to select a different option, the default choice will be entered when you click the button.

Right Mouse Button: Remove wager. Position the cursor over an existing wager, then click the Right Mouse Button to remove it.


 **Companion Icon:** When the mouse is plugged in, the companion icon will appear. Click this icon with the Left Mouse Button to consult with your companion (check rules/get advice/quit current game).

 **Return Icon:** Click on this icon with the Left Mouse Button to end the wagering on Roulette and Craps.





When the title screen appears, use the **+** Control Pad to select the game mode you wish to play.

 Position the cursor to choose the mode and click the Left Mouse Button.

Vegas Adventure

Begin your adventure with a stake of \$1000 as you check into the Golden Paradise Hotel and Casino. After registering in the lobby, you will need to call one of the friends that came with you. Then it's off to the casinos as you attempt to break the bank by winning \$10,000,000!



Along the way, other patrons of the casino may come up and talk to you. Don't be afraid, many of them just may help you on your quest. But be careful, not all of them are honest.



Multi-Player

The Multi-Player game can be played by one to four players. Each of you will start with a stake of \$1000. In the Multi-



STARTED

Player game, you will not be bothered by anyone outside of your party; it'll be just you and the games. If a more than one player game has been selected, poker will not be available as your opponents would be able to see your cards.

Saving and Continuing

As you play and begin to build up your bankroll, it would be wise to keep it safe by occasionally saving your game. If you save, your money cannot be lost



in an unwise wager or stolen by a pickpocket. *To save your game, you must return to your room.* There are four positions in which you can save your game data. When these are full you must overwrite a previously saved position. Choosing **Continue** on the title screen will return you to the casino menu screen with your bankroll intact.



SLOTS



The slot machine, also known as the "one-armed bandit", originated in San Francisco near the turn of the century. All of the slot machines that you will find in the casinos of Vegas Stakes operate similarly. After selecting to play slots, you must choose the denomination you wish to play. Different casinos will have different denominations available, from \$1 at The Hideaway, all the way up to \$1000 at The Laurel Palace. As many as five coins can be

played simultaneously and winning combinations on all lines played will be paid according to the following Slot Machine Payout Chart.

How To Play

To insert coins, press the A Button up to five times. The sixth press will automatically spin the wheels. If you wish to play less than five coins, press the X Button to end your wagering.



Click the Left Mouse Button to insert the desired number of coins. To end the wagering and pull the handle, position the cursor over the handle and click the Left Mouse Button.



Slot Machine Payout Chart

Play 5 coins			
ANY ANY	x2		x18
ANY	x5		x18
	x10		x100
	x10		x100
	x14		x100
	x14		x200




B L A C K J A C K

One of the most popular and simple games is Blackjack. A player wins simply by having a higher point total than the dealer (without going over). If a player does go over 21, he has busted and any wager made will be lost. All face cards are valued at 10. An ace may be counted as either 1 or 11. All other cards are valued at the number on their face.

How To Play

Before each deal, you must place your wager. Use the + Control Pad to adjust the amount within the table limits and press the A Button when you are done.

 Position the cursor over the BET line. Increase your wager by clicking the Left Mouse Button and decrease it by clicking the Right Mouse Button.

Blackjack Procedure

Each player will be dealt two cards face-up. The dealer will receive one card face-up and one card face-down (a hole card). Any player who is dealt a blackjack (an ace and any ten value card) will be paid at odds of 3-2. If the dealer has a black-

jack, the game is over. All wagers of those without a blackjack will be collected by the dealer. If the dealer does not have a blackjack any remaining players continue to play the game. The player can ask the dealer to deal any number of cards in an attempt to come as close to 21 and not exceed it. Going over 21 is a bust and the wager will be lost. When all players' hands are completed, the dealer flips his hole card, either taking addi-



tional cards or standing. The dealer must stand when his total is 17 and above. The dealer's hand is then compared to the players' hands. Any hand that is lower than the dealer's results in a loss of their wager. Higher hands are paid 1-1. Any ties are called a "Push" and the original wager is returned to the player. If the player and the dealer are both dealt a blackjack, it is still a push.

Double Down

If the hand dealt totals 9, 10 or 11, the player may double down. The player places a wager equal to the original and then receives only one additional card.



Split

If a player receives two identical cards, the player may split. Each card is treated as if it were the first card dealt and an additional wager of the equal amount is placed on the new hand.



Insurance

When the dealer's face-up card is an ace, players may buy insurance. The cost is half the opening wager. The payoff is 2-1 if the dealer has blackjack. The opening wager will be lost, but insurance will recoup that. If the dealer does not have blackjack, play continues normally.



ROULETTE

One of the oldest casino games is Roulette. It offers many different and exciting wagering possibilities. The roulette wheel is divided into 38 slots numbered 1 through 36 that alternate in color. Two additional slots, 0 and 00 are colored green. Payoffs are proportional to the odds of winning the chosen wager and any number of wagers may be placed each spin.

How To Play

Use the **+** Control Pad to select the wager position desired, then press the A Button. After adjusting the wager with the **+** Control Pad, press the A Button again to confirm. Additional wagers may be taken in the same manner. After completing your wagering, press the X Button to spin the wheel. After the wheel and ball

come to rest, any winning wagers will be paid according to the chart on the right.



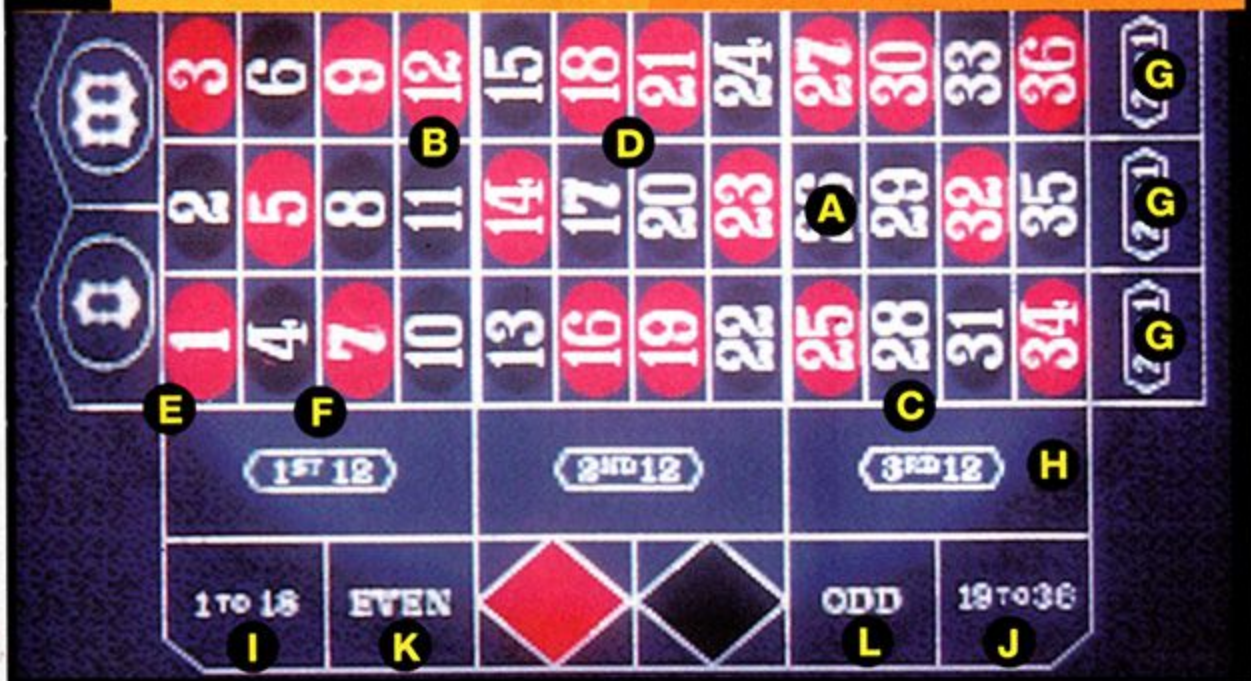
Position your wager, then click the Left Mouse Button to confirm it. To adjust your wager, position the cursor over the BET line.

Clicking the Left Mouse Button will increase the wager and clicking the Right Mouse Button will decrease the wager. After completing all wagering, position the cursor over the Return Icon and click the Left Mouse Button to spin the wheel.



Roulette Odds Chart

	Wager	Payoff	Example on Layout
A	Straight up	35-1	Any one number
B	Number Split	17-1	Wins on 11 or 12
C	Street bet	11-1	Wins on 28, 29 or 30
D	Square bet	8-1	Wins on 17, 18, 20 or 21
E	Five-number bet	6-1	Wins on 0, 00, 1, 2, or 3
F	Six-number bet	5-1	Wins on 4, 5, 6, 7, 8, or 9
G	Column bet	2-1	Any number in that column
H	Dozen bet	2-1	Any number in that dozen
I	Low number bet	1-1	Any number between 1 and 18
J	High number bet	1-1	Any number between 19 and 36
K	Even bet	1-1	Any even number
L	Odd bet	1-1	Any odd number



C R A P S

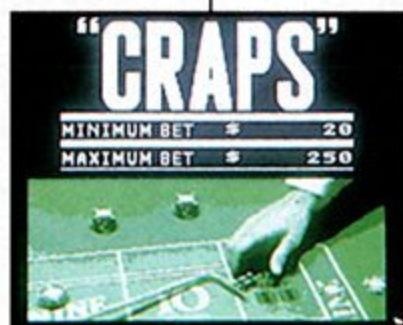
Craps is a fast-action dice game that offers a large variety of wagering possibilities. Each wagering position has different rules. Please read on for a description of each available wager.

How To Play

Use the **+** Control Pad to select the wager position desired, then press the A Button. After adjusting the wager with the **+** Control Pad, press the A Button again to confirm. Additional wagers may be placed in the same manner. After completing your wagering, press the X Button to roll the dice. After the dice come to rest, any winning wagers will be paid according to the Craps Odds Chart on page 19.



 Position your wager, then click the Left Mouse Button to confirm it. To adjust your wager, position the cursor over the BET line. Clicking the Left Mouse Button will increase the wager and clicking the Right Mouse Button will decrease the wager. After completing all wagering, position the cursor over the Return Icon and click the Left Mouse Button to roll the dice.



Craps Wager Chart

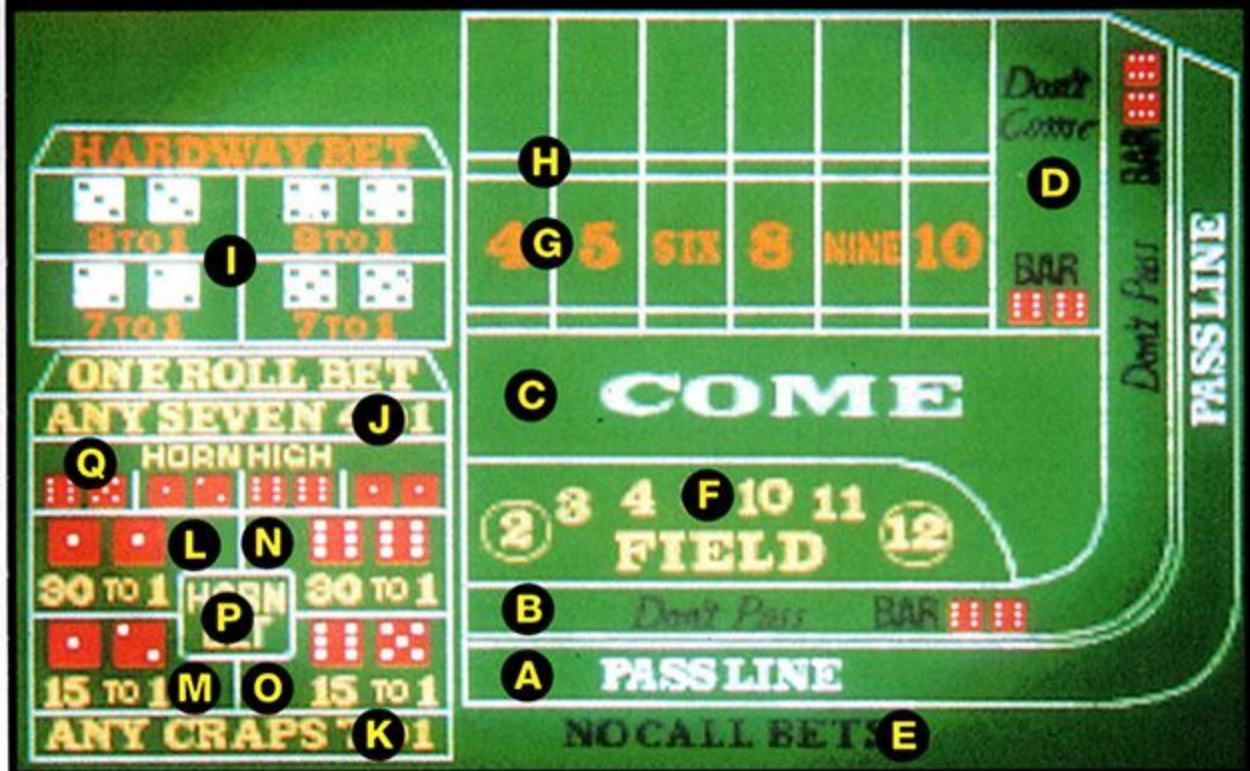


Chart Descriptions

A Pass Line

This wager can only be placed before the come-out roll (first roll of the dice). If the roll is a 7 or 11, you win. If a 2, 3 or 12 is thrown, you lose. Any other number becomes the point. The wager remains in place, and if the point is repeated, you win. If a 7 is thrown before the point is made, you lose.

B Don't Pass Bar

This wager can only be placed before the come-out roll. If 7 or 11 is thrown, you lose. If you throw a 2 or 3, you win. 12 is a tie. The wager remains and if the point repeats, you lose. If a 7 is thrown before the point is made, you win.

C Come

This wager can be made only after the Pass Line point has been established by the come-out roll. A Come wager wins or loses according to the rules of a Pass Line bet. If the point immediately after the come bet is 4, 5, 6, 8, 9 or 10, the chips are moved to the box of that number.



D Don't Come Bar

This wager is made only after the Pass Line point has been established by the come-out roll. A Don't Come wager wins or loses by the rules of a Don't Pass Line bet. If the point immediately after the Don't Come bet is 4, 5, 6, 8, 9 or 10, the chips are moved to the box of that number.

E Free Odds

A wager that can only be placed after a player makes a Pass, Don't Pass, Come or Don't Come wager. Once the point has been established, the player may back up a line bet with an additional wager up to the table limit. The odds are figured by mathematical probability.

F Field Wager

This is a one roll wager which can be made any time. If the next roll is a 2, 3, 4, 9, 10, 11 or 12, you win.

G Buy Wagers

This wager can be made any time. You can bet that a 4, 5, 6, 8, 9 or 10 will appear before a 7. If the point is made, you win. If a 7 is thrown before the point, you lose. The odds are based on mathematical probability. However, you must pay a 5% commission on the winnings.

H Lay Wager

Opposite of a buy wager. If a 7 is thrown before the selected point, you win. The odds are based on mathematical probability. A 5% commission is paid on the winnings.

I Hardway Wagers

There are four hardway wagers that can be made. Each of these is a wager that double 2's, 3's, 4's or 5's will appear before another combination making up that number or a 7 appears.

ONE ROLL WAGERS

These wagers can be made any time and last for one roll only.

J Any Seven

If the next roll is a 7, you win.

K Any Craps

If the next roll is 2, 3, or 12, you win.

L Craps 2

If the next roll is a 2, you win.

M Craps 3

If the next roll is a 3, you win.

N Craps 12

If the next roll is a 12, you win.

O Eleven

If the next roll is an 11, you win.

P Horn Wager

If the next throw is 2, 3, 11, or 12, you win. The wager is split among the four numbers, so the amount must be divisible by 4.

Q Horn High

Similar to the horn wager, but the wager is split five ways. The player can only wager an amount that is divisible by 5. One number is chosen from 2, 3, 11 or 12 to receive 2 units of the wager. If the next roll is one of the other three numbers, the wager is only 1 unit.

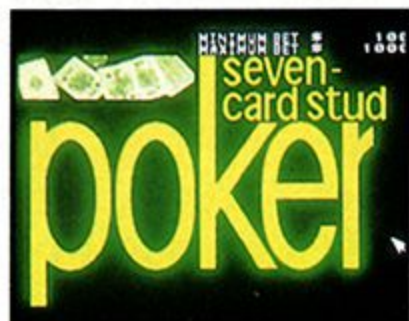


Craps Odds Chart

Wager	Payoff	Wager	Payoff
Pass Line	1-1	One Roll Wagers	Payoff
Don't Pass Bar	1-1	Any Seven	4-1
Come	1-1	Any Craps	7-1
Don't Come	1-1	Craps 2	30-1
Pass Line & Come		Craps 3	15-1
(Free Odds)	Payoff	Craps 12	30-1
4 or 10	2-1	Eleven	15-1
5 or 9	3-2	Field Wagers	Payoff
6 or 8	6-5	2	2-1
Don't Pass/Don't Come		12	3-1
(Free Odds)	Payoff	Other	1-1
4 or 10	1-2	Horn Wagers	Payoff
5 or 9	2-3	2 or 12	30-1
6 or 8	5-6	3 or 11	15-1
Buy Wagers	Payoff		
4 or 10	2-1		
5 or 9	3-2		
6 or 8	6-5		
Lay Wagers	Payoff		
4 or 10	1-2		
5 or 9	2-3		
6 or 8	5-6		
Hardway Wagers	Payoff		
Hard Six	9-1		
Hard 8	9-1		
Hard 4	7-1		
Hard 10	7-1		



P O K E R



Seven-card stud is a very popular form of poker that allows for very large pots. Each player will be dealt seven cards. He or she must make the best five card hand from those seven to win the hand.

How To Play

Before each deal you must first ante up by pressing the A Button. At each wagering interval, use the + Control Pad to select your choice from any menus that appear. Use the - Control Pad to adjust the wager when raising.



Click the Left Mouse Button to ante up. Use the mouse to position the cursor and change the highlighted portion of any menus that appear. When raising, position the cursor over the BET line and increase the wager using the Left Mouse Button and decrease it using the Right Mouse Button.



Playing Seven-Card Stud Poker

After anteing up, each player will receive two hole cards and one up card. The player who has the best up card will begin



the wagering. After the wagering is complete, each player will receive an additional up card and wagers are again placed. The player showing the best hand will begin the wagering each round. This continues until all players have a total of four cards up. At that point, each player will receive one additional hole card and the final round of wagering will take place. After all wagering is done, each player's hand will be revealed. The hands of any players that folded will not be disclosed. Using five cards, the player who has the best hand wins.

The Cards

One 52 card deck with no jokers is used. Aces are the highest card and Deuces (2) are the lowest. All suits are equal in strength.



Wagering

Seven-Card Stud has five wagering intervals. At each interval all players must either Call, Raise, Fold, Bet or Check. The wagering interval ends when all players' wagers become equal, with the exception of any players who may have folded.

Calling, Raising and Folding

To call is to match the wager of the player before you and remain in the game. Raising will increase the wager. If you fold, you will drop out of the game. You will not play again until the hand is completed. If you Fold, you will lose all chips that you have wagered.



Betting and Checking

If you are the first bettor, or if the player before you Checked, you can bet any amount that you wish within the table limit. Checking will bet \$0. This is possible only



when you start the wagering or if the player before you Checked.

Hands

Standard poker hand ranks are used. Please see the following Hand Rank Chart.

Poker Hand Rank Chart

Straight Flush

Five cards in sequence, all from the same suit.

Four of a Kind

Four of any one rank card plus any fifth card.

Full House

Any three of one kind and any pair of another kind.

Flush

Five cards of the same suit, but not in sequence.

Straight

Any five cards of two or more suits in sequence.

Three of a Kind

Any three cards of the same rank plus any two other cards.

Two Pairs

Two cards of one rank and two cards of another rank plus any fifth card.

Pair

Two cards of the same rank.

No Pair

Any five cards not meeting any of the above combinations.



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*HARDWARE ONLY: TO EXPEDITE AUTHORIZATION OF ANY REQUIRED WARRANTY WORK, WE RECOMMEND THAT YOU COMPLETE AND RETURN YOUR WARRANTY CARD WITHIN 10 DAYS OF PURCHASE (OR RECEIPT AS A GIFT).

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Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

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To receive this warranty service or to receive service after warranty expiration:

1. **DO NOT** return your product to the retailer.
2. Please call the **NINTENDO WORLD CLASS SERVICE[®]** Center Consumer Assistance Hotline at: **1-800-255-3700**. Our hours of operation are from 4:00 am to Midnight, Pacific Time, Monday through Saturday, and from 6:00 am to 7:00 pm, Pacific Time on Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest **AUTHORIZED NINTENDO WORLD CLASS SERVICE[®]** Center for prompt, professional warranty service or repair and replacement components. You may also refer to your yellow pages directory under the heading of *Video Games - Service & Repair*, for the nearest location.

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This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, commercial use; modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if any product serial number has been altered, defaced, or removed.

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